**block 5**

**TOTAL POINTS 4**

1.Question 1

In which folder of the emulator file system do you find the preferences file created by the app named "myGame"?

**1 / 1 point**



data/data/com.myuniquename.mygame/shared\_prefs



data/data/com.myuniquename.mygame/cache



storage/R.shared\_prefs.mygame



com.myuniquename.mygame/data/data/shared\_prefs

**Correct**

2.Question 2

Which of the following content is a preferences file?

**1 / 1 point**





1

2

3

4

5

6

7

<?xml version='1.0' encoding='utf-8' standalone='yes' ?>

<map>

<int name="age" value="23" />

<boolean name="single" value="true" />

<int name="score" value="42" />

<string name="firstname">Bob</string>

</map>





1

2

3

4

5

6

7

<?xml version='1.0' encoding='utf-8' standalone='yes' ?>

<map>

<name="age" value="23" />

<name="single" value="true" />

<name="firstname">Bob</string>

<name="score" value="42" />

</map>





1

2

3

4

5

6

7

<?xml version='1.0' encoding='utf-8' standalone='yes' ?>

<map>

<int>23</int>

<int>42</int>

<boolean>1</boolean>

<string>Bob</string>

</map>

**Correct**

3.Question 3

This is the content of the file data/data/com.myuniquename.mygame/shared\_prefs/mypref.xml:



1

2

3

4

<?xml version='1.0' encoding='utf-8' standalone='yes' ?>

<map>

<int name="age" value="23" />

</map>

What will be the content after the execution of the following code:



1

2

3

4

SharedPreferences preferences = getSharedPreferences("mypref",

Context.MODE\_PRIVATE);

SharedPreferences.Editor editor = preferences.edit();

editor.putInt("age", 37);

**1 / 1 point**



The content will be unchanged because something is missing from the updating code.



The content will be unchanged because the app will crash executing this code because the "age" key is already present in the file.





1

2

3

4

<?xml version='1.0' encoding='utf-8' standalone='yes' ?>

<map>

<int name="age" value="37" />

</map>



The content will be unchanged because there is already a preference labeled "age" in the file.

**Correct**

4.Question 4

How can you provide exclusive choices?

**1 / 1 point**



I use a Switch.

**Correct**



I use a set of RadioButtons, I attach an OnCheckedChangeListener to each of them and when a button passes to the isChecked state I call setChecked(false) on all the other buttons.

**Correct**



I use a set of RadioButtons embedded in a RadioGroup and I attach an OnCheckedChangeListener to the group.

**Correct**